LEGO Genesis ACS feature list

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1 Introduction

1.1 Galidor KEK POWERIZER figure

When the Galidor KEK POWERIZER figure is switched on for the first time it will contain:

- 7 Active Abilites
- 8 Bonus Dormant Abilities
- 6 Dormant Abilities that can be activated via TV, Web, Game or trading.

Some abilities send ACS commands - listed in chapter 2.2.

Abilities are the games/missions in the figure. See chapter 3 for a short description of the abilities.

1.2 Gaining new abilities

From the point when the child starts playing with the first 7 abilities, the bonus abilities is activated in an increasingly difficult way (see Table 1).

Ability	**Open from Start**	**Unlocked By**
1. Dodge it		Portal Entry - Level 2
2. Tune up!		Dodge it - Level 3
3. Swimming race		Deap sea diving - level 2
4. Bull's-eye		Shield - level 2
5. Deap sea diving	**x**	
6. Hover glider		Drop zone - Level 4
7. Maximum altitude	**x**	
8. Intruder alert		TV/Web/Game Only
9. Power banks	**x**	
10. Drop zone		Maximum altitude - Level 4

11. Shield		TV/Web/Game Only
12. Viruses		Power Banks Level 5
13. Glynch	**x**	
14. Placeholder (not implemted)		
15. Soothsayer		Viruses level 4
16. Quorium Charge	**x**	
17. Portal Entry	**x**	
18. Tracking		TV/Web/Game Only
19. User ability (download ability)		TV/Web/Game Only
20. Placeholder (not implemented)		
21. Trading	**x**	
22. Road rocket		TV/Web/Game only
23. User icon (download ability)		TV/Web/Game only

Table 1: Ability unlock grid

2 Command set overview

The following ACS commands are implemented in the Galidor KEK POWERIZER figure:

2.1 Commands received by the figure from TV

All LEGO assembler commands for Genesis (Genesis LASM[1]) can be recieved by the figure, but only a few are used in TV setup listed belowe:

Receiving ACS commands from figure, TV or PC speaker	**Description**
Keep alive	Ping figure. Resets the 15 min. power down timer.
Disable ability (according to Table 1)	Remove ability from the list of active abilities.
Enable ability (according to Table 1)	Add ability to the list of active abilities.
Select ability	Run ability
Stop ability	Stop ability
Play sound (63 different sounds and 224 voice overs)	Play sound or voice over
Show animation (85 different animations containing over 400 pictures)	Show animation (ones or repeated) or single icons in an animation.

*Table 2: ACS commands **received** by figure*

Comment:

The commands can be send for immediate or timed execution. Timed execution means that the commands is executed a number of seconds (max. xx seconds) after the command is received.

A PC program is aviable (ACS editor tool) that can test and preview/listen sounds and animations. The tool can be required through Lau K. Kierstein (e-mail: lkk@europe.lego.com)

[1] Documentation on LEGO Genesis assembler is under contruction. Please contact Flemming Bundgaard (e-mail: flemming.b@europe.lego.com for details)

2.2 Commands send by the figure to another figure (or PC)

All LEGO assembler commands for Genesis (Genesis LASM[2]) can be send by the figure, but only a few are used in the abilities listed belowe:

Handling of figure	**Ability**	**ACS command**	**Description**
Move arm[3]	Bull's eye	Play sound	Sends at the same time as throwing the ball
	Hover glider	Play sound	Send at the same time as the missile is fired.
	Maximum altitude	Play sound	Send at the same time as the missile is fired.
	Power banks	Play sound	Send at the same time as the power banks is used
	Intruder alert	Play sound	
	Glynch	Play sound	Send at the same time as the tools are used
	Trading	Trade identity Trade ability Ask for Answer to	
Tilting figure	NONE		
Attach Jens or Gorm head	Tracking	Ask for	Tracking scans for other figure. The response is depending on whether the other figure has a

[2] Documentation on LEGO Genesis assembler is under contruction. Please contact Flemming Bundgaard (e-mail: flemming.b@europe.lego.com for details)

[3] The abilities don't distint between left and right arm.

			Jens or Gorm head attached.
Timer controlled	Viruses	Play sound	The virus ability broadcast "play sound" commands with a random time interval between.

Table 3: ACS command send between figures

2.3 Full command set that can be send/received by the figure

An overview of the full Genesis LASM command set:

PBAliveOrNot
PBTurnOff
WaitUntilSoundOver
WaitUntilAnimationOver
LevelLost
IncLevel
EndOfTask
AskFor
PlaySystemSound
StartTask
StopTask
SelectProgram
ClearTimer
ClearSensorValue
SJump
OnOffACS
LPlaySystemSound
LJump
SendPBMessage
SendUARTData
SelectIcon
AnswerTo
SetVar
SumVar
SubVar
DivVar
MulVar
AndVar
OrVar
AdjustDisplay
SetSourceValue
SCheckDo
BeginFirmwareDownLoad

3 Ability description

All abilities that are active from the start or enabled through play, TV or PC are listed belowe. Remark: The download abilities are not described in the user manual and therefore placed in a separate section.

3.1 Download abilities

19) USER ABILITY

How to use: This ability is enabled after you have downloaded a LASM program. Press select to run the ability. You can overwrite the program by downloading a new LASM program. The program is retained in the permanent memory of the figure.

23) USER ICON

How to use: This ability is enabled after the first download of an icon. You can download up to four icons. Press select to display the icons one by one with a time delay of two seconds between the icons. You can overwrite the icons by downloading new icons - each downloaded icon has a number from 1 to 4. The icons are retained in the permanent memory of the figure.

3.2 Default abilities

1) DODGE IT

The mission: to avoid Gorm's spawn.

How to play: move the Powerizer in a different direction from the spawn to avoid it. Jens will alert you from which direction they are heading.

2) TUNE UP!

The mission: to move the Powerizer's arms and body in the same sequence as that shown on the display.

How to play: the sequences must be copied accurately. They become increasingly difficult as you work your way up the levels.

3) SWIMMING RACE

The mission: to reach the finishing line before your competitor.

How to play: to start swimming rotate the Powerizer's arms.

4) BULL'S-EYE

The mission: throw balls at a target and score points.

How to play: rotate either of the Powerizer's arm to throw the ball at the target. The longer you rotate the arm the further the ball will be thrown.

5) DEEP-SEA DIVING

The mission: Jens has to dive down as deeply as it can without running out of air.

How to play: tilt the Powerizer down to go deeper and up to rise towards the surface. If you run out of air, you must take the Powerizer to the surface to replenish the tanks or catch the air bubbles that will appear from time to time.

6) HOVER GLIDER

The mission: Jens must remain balanced on the hover glider as it flies. You must also launch spawn neutralizers to deflect Gorm's spawn as they fly towards you.

How to play: tilt the Powerizer to the left or right to help Jens stay on the board. To release the boge neutralizers rotate the arms (there are two spawn neutralizers in each hand).

7) MAXIMUM ALTITUDE

The mission: to reach maximum altitude and then return safely to the ground, while deflecting spawn.

How to play: tilt the Powerizer up to start flying and then up and down to increase and decrease altitude. To release the spawn neutralizers rotate the arms (there are two spawn neutralizers in each hand).

8) INTRUDER ALERT

The mission: you can use the Powerizer to guard against intruders.

How to play: once you have set the alarm (by pressing the Select button), any movement the Powerizer experiences will trigger the alarm sound. So for instance, if you place it on top of your computer's keyboard and someone comes along and moves it, the alarm will be heard.

9) POWER BANKS

The mission: to send off power charges to other Powerizers in the area.

How to play: rotate the arms to release ice beams, telekinesis power, staff strike, Ploumbrin Glynch and Qorium rays. The more you play this mission the stronger the powers will get.

10) DROP ZONE

The mission: to land the parachute safely on a target.

How to play: tilt the Powerizer to the left and right to move the parachutist towards the target. Watch out for winds that can blow you off–course.

11) SHIELD

The mission: use the shield to defend the Powerizer from power charges

How to play: you can receive power charges from either the top right or top left of your LCD screen. By moving an arm in the same half as the charge is coming from, you will be able to block it.

12) VIRUSES

The mission: to spread viruses to other Powerizers or you can use it on your own figure for fun.

How to play: as you advance through the levels more viruses become available: sneezing, hiccups, coughing or laughing. Select the virus you want to use by pressing the Select button. This will infect your own figure and any others close by.

13) GLYNCH

The mission: to change the form of Jens' arm to perform certain tasks. The tool you are using will be shown on the LCD and chosen from the following selection: telescope, gripper, claw, welder and releaser.

15) SOOTHSAYER

The mission: use the soothsayer to make predictions.

How to play: ask the soothsayer a question and it will give you an answer.

16) QUORIUM CHARGE

The more you gain missions and increase levels, the stronger the power level of your figure. To view the level your figure has, select the Quorium Charge. The bottom indicator will show you how much energy you have. If your figure needs energy, it will consumer as many energy packs as it needs.

17) PORTAL ENTRY

The mission: to land in a safe place.

How to play: tilt the Powerizer to the right or left to navigate in either direction. Use its right arm to trigger the upwards thruster and the left arm to trigger the downwards thruster.

18) TRACKING

The mission: to detect other Kek Powerizers that are within range using a scanner.

How to play: if a Powerizer is detected, you figure will let you know by saying "Life form detected".

21) TRADING

The mission: to trade missions with other Kek Powerizers.

How to trade: first you need to agree with a friend that you are going to exchange one of your active missions for a mission that you don't have but your friend does.

a) Scroll through the missions until you see the trade icon displayed. Press the Select button.

b) The missions will then cycle automatically. When the mission you want to trade appears, move the right arm to select it.

c) If you decide that you don't want to trade your mission press either side scroll button while the screen is flashing, or press the Select button.

d) Once the screen stops flashing and the "Success" sound effect plays the trade has taken place and you can begin to play your new mission.

Note: you can only trade one mission at a time with one other player at a time. Once you have traded your mission it will no longer be available to you. If you want to get the mission

back, check www.galidor.com for missions or retrieve it from your friend. A mission starts at level 1 when traded.

22) ROAD ROCKET

The mission: to steer the Powerizer accurately round the race track, avoiding oil spills, taking curves and respecting traffic lights.

How to play: use the left arm to honk the horn, the right arm to brake and tilt left or right to steer.